



**MAGIC**  
The Gathering®



**SAVIORS**  
of kamigawa™



# UMEZAWA'S ENDGAME

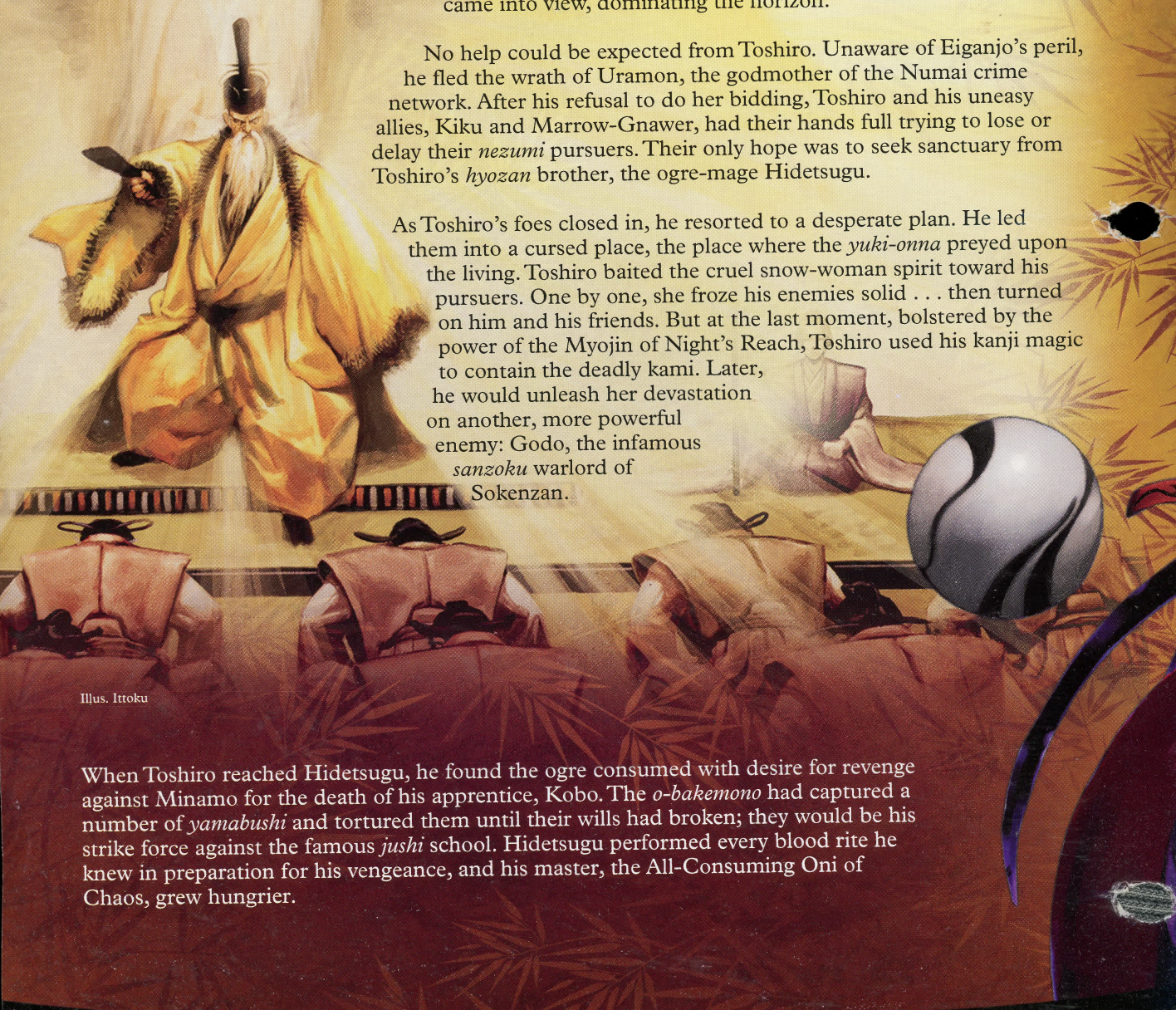


After Michiko Konda discovered her father's crime—the theft of a sacred *kami* from the spirit realm—her father's generals tracked her down and forcibly returned her to Eiganjo. They locked her high in the castle, far from her friends, without so much as the faithful Isamaru to keep her company. Michiko dedicated herself to studying the tomes in her father's holdings, trying to recall enough of Toshiro Umezawa's *kanji* magic to send him a secret call for help.

As the inconceivably vast serpent form of the *O-Kagachi* approached, Takeshi Konda emerged from isolation. He addressed his people for the first time in many years, much to their shock and confusion. He told them that Yosei, the great guardian of Eiganjo, had been summoned. The great white *ryuu*, the dragon of old, would defend Towabara from the monstrous O-Kagachi. As he spoke, Yosei indeed appeared, spiraling around Konda's towers. At the same moment, two of the Great Old Serpent's eight fearsome heads came into view, dominating the horizon.

No help could be expected from Toshiro. Unaware of Eiganjo's peril, he fled the wrath of Uramon, the godmother of the Numai crime network. After his refusal to do her bidding, Toshiro and his uneasy allies, Kiku and Marrow-Gnawer, had their hands full trying to lose or delay their *nezumi* pursuers. Their only hope was to seek sanctuary from Toshiro's *hyozan* brother, the ogre-mage Hidetsugu.

As Toshiro's foes closed in, he resorted to a desperate plan. He led them into a cursed place, the place where the *yuki-onna* preyed upon the living. Toshiro baited the cruel snow-woman spirit toward his pursuers. One by one, she froze his enemies solid . . . then turned on him and his friends. But at the last moment, bolstered by the power of the Myojin of Night's Reach, Toshiro used his *kanji* magic to contain the deadly *kami*. Later, he would unleash her devastation on another, more powerful enemy: Godo, the infamous *sanzoku* warlord of Sokenzan.



Illus. Ittoku

When Toshiro reached Hidetsugu, he found the ogre consumed with desire for revenge against Minamo for the death of his apprentice, Kobo. The *o-bakemono* had captured a number of *yamabushi* and tortured them until their wills had broken; they would be his strike force against the famous *jushi* school. Hidetsugu performed every blood rite he knew in preparation for his vengeance, and his master, the All-Consuming Oni of Chaos, grew hungrier.



Within days, two colossal battles raged on Kamigawa's most hallowed grounds. At Minamo, Hidetsugu and his yamabushi clashed with the ancestral guardian of the school, the great dragon Keiga. And, at Eiganjo, Yosei stood between the O-Kagachi and the *daimyo's* fortress. Yosei had little chance against the Great Old Serpent, the kami of all things. One of the O-Kagachi's immense mouths tore the white dragon in half. And, although Keiga fought valiantly, it was no match for six merciless yamabushi, each of whom had been trained in the ways of destroying creatures of the spirit realm.

Meanwhile, the Kami of the Crescent Moon watched with glee as the barrier between Kamigawa's material and spirit realms eroded. Its destruction was the path to autonomy and free will, which the kami had sought for so long. And, thanks to the Shadow Gate, a powerful relic stolen from Uramon, Toshiro Umezawa could transport himself nearly anywhere in Kamigawa—including into the highest chambers of Eiganjo, where Michiko Konda waited.



Illus. Jeff Miracola

Eiganjo remained the focus of the O-Kagachi's endless wrath. Without Yosei to distract the monstrosity, only Konda's samurai stood in its way. The samurai of Eiganjo were the finest in all Kamigawa, but they were microscopic in the shadow of the O-Kagachi. To complicate matters, the *akki* horde seized the chance to exploit Konda's divided attention, and they conducted a full assault on the Araba even as the O-Kagachi's form began to fill the sky.

Far away from the many eyes of the Kami of All Kami, the ogre-mage Hidetsugu earned his title, "Scourge of Minamo." With the guardian Keiga driven off, Hidetsugu and his yamabushi swept through the jushi academy in an orgy of vengeance. Few escaped.

The O-Kagachi bore down on the Araba, decimating all in its path. It swept away Konda's forces like ants. It shook Eiganjo Tower to the brink of destruction. Then, Toshiro made his pivotal move. He transported himself into Konda's sanctum and stole from the *daimyo* what the *daimyo* himself had stolen twenty years before: That Which Was Taken, the scion of the O-Kagachi and the manifest spirit of the veil, between worlds. Toshiro fled with the godchild. At that instant, Konda's protections fell away, but so did.

O-Kagachi's concentrated rage. The serpent turned from Eiganjo, seeking what it had lost.

The *shinen* reached its breaking point, and the tattered veil between worlds finally blurred beyond all definition. The spirits of Konda's fallen warriors rose up around him—a ghost army ready to obey its liege once again. The end of the Kami War was at hand.



Illus. Hideake Takamura





### Michiko Konda

Perhaps no descriptor better suited Michiko Konda than the one used in jest by the nobles of her father's court: "raised by foxes." Michiko's mother died during childbirth, and her father, the daimyo Takeshi Konda, had long since locked himself away in the highest towers of Eiganjo. Although the *buke* of the court meant the fox comment as an insult, Michiko exhibited some of the best traits of her kitsune mentor and caretaker, Lady Pearl-Ear. She was patient, spirited, and, above all, compassionate.

Michiko came of age as the Kami War raged. Although she was protected from it, she knew that Towabara's people—and all living things in Kamigawa—were in danger. Despite her father's explicit orders, she left the safety of Eiganjo in search of answers.

What she didn't know was that something fateful had occurred during the night of her birth, something that tied her destiny to that of a sacred kami. Her father had stolen from the spirit world the very child of the O-

Kagachi, the embodiment and guardian of the division between the worlds of mortals and kami. And as O-Kagachi's scion was shaped by Konda's crime, so was Konda's child, born the same night.

### Kami of the Crescent Moon

Is it so wrong to want to be more than you are, to transcend your limitations? The Kami of the Crescent Moon was just one aspect of the moon, but looking down night after night on the material world, watching mortals sleep or gaze up at the moon, the Crescent-Moon Kami somehow grew jealous. He was privy to countless night thoughts, hopes, and dreams, and he wanted to have his own dreams, to aspire to something as mortals did.

It was such a little thing the Crescent Moon had done—he had simply suggested to the *soratami* prophets a way in which they could gain dominion over the world below. If they were to convince Konda that his rulership wasn't safe, that he needed to secure a peace for his land that would last for more than just his own lifetime . . .

Was it the kami's fault if the way Konda could secure his realm happened to grant the Crescent Moon the free will he craved? Destabilizing the veil between the material world and the spirit world would enable Konda to transcend his own mortality, would enable the *soratami* to expand their influence over the world below, and yes, would allow the scheming kami to become more than simply an aspect of the moon. To the Crescent Moon, it was deeply unfortunate that a great war between the worlds would have to occur as a result—but it was worth it.



### Maga, Traitor to Mortals



Minamo was abuzz with the news of the expulsion. Students whispered. "I hear he misused the divining room." "No, he read forbidden texts." Whatever the rumor, it was likely true. Maga was *not* a model pupil.

Maga's interest in wizardry led him to Minamo, and Minamo revealed to him his passion: the *oni*. Maga bent his studies toward oni, absorbing all he could about the demons of Kamigawa. The dark nature of his studies cast a shadow on his mind. He began to use the Minamo facilities for foul rites and dark communions. Minamo expelled him. But his passion grew stronger.

Maga took what he had learned and created a vile rite of bonding. He scored his flesh from head to toe and performed the ritual painted with his blood. The oni swirled around him, drinking the red away. Just before he slumped over, dry, white, and empty, the swirling oni poured into his wounds, filling him with tarry blackness, the very stain of divine evil.

The blackness coursing within him gave Maga a constant connection to the oni, and a bond to their evil designs. But his newfound power was overshadowed by the oni's dark influence upon him—a crooked bargain that earned Maga his title, "Traitor to Mortals."



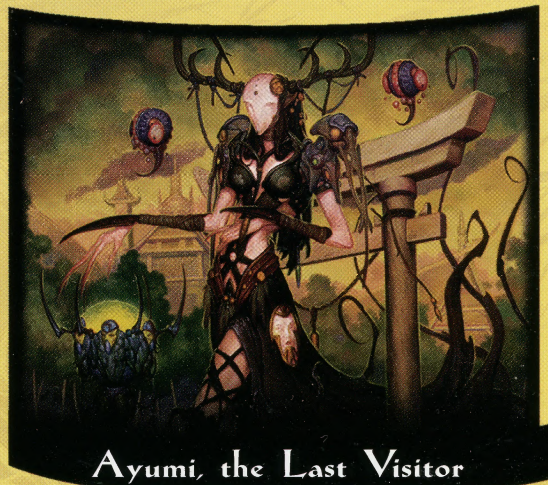
## Sakashima the Impostor

Of Sakashima the Impostor was said, “With guile so sharp, he cuts through vision and pierces perception.” This master of disguise wore no disguise at all. His charisma and persuasive aura projected into the mind the very vision of that which he impersonated. But it had not always been this way.

As a youth, Sakashima enjoyed wearing masks and costumes, proving skilled at deception and mimicry. He relished the freedom of being anybody, or nobody at all. Always testing the limits of his ability, Sakashima posed as kami, stealing valuable sacrifices from the altars of men. The people were easily duped. The kami were not. Having made themselves known to him through nightmares and ill fortune, the kami demanded that Sakashima cease his deceptions. Instead, he improved them.

In secret, Sakashima honed his craft. As his talents sharpened, he walked freely among the *orocho-bito* and soratami. Eventually, he mustered the nerve and skill to pose as their leaders and ruled them. His final goal, to deceive even the kami, was long in coming, but ultimately attained.

“Speak no ill of Sakashima, for my ears could be his own.”



Ayumi, the Last Visitor

“At the end of all things, she will be there—to collect the last fallen leaves of Boseiju, to weave them into parchment, to sit atop the highest bough, and to record the final hours.” Most folk of Kamigawa embraced the truth of this prophecy. They revered Ayumi for her timelessness, her adherence to duty, and her calm. “She will record the End, so its cause may be avoided when things begin anew.”

They were only partially correct. She would be there at the end, and she would do most of those things. But Ayumi was far from quiet, and the opposite of calm. The people of Kamigawa did not properly recognize her as a divine force of nature’s might.

Like all kami, Ayumi was angered at the theft of the scion of O-Kagachi. Then, when the Kami War began, Ayumi saw an opportunity to “enlighten” the idealistic peoples of Kamigawa. How could they expect her to endure until the end of all things if she were as delicate as a noble flower or a passing breeze? She laid into *utsushiyo* like a tempest.

## Tomb of Urami

The stuff of the spirit world was baleful and beautiful, cacophonous and choral. What it was not, however, was good to eat. The wispy forms and swirling visions of the *kakuriyo* lacked flavor, aroma, and meat-off-the-bone texture. And this is why Urami, Oni of Insatiable Hunger, turned away from the miserable fare of the spirit world and opened his watering mouth to the material world.

In order to create a never-ending supply of tangible, corporeal food, Urami struck a deal with a group of ambitious but weak-willed ogre-magi. Urami promised them forbidden secrets in exchange for free reign to consume all fruits of their lands from the lowliest grub to the mightiest predator, sparing only the ogres themselves. Urami never fulfilled his end of the bargain, though, opting instead to keep them in perpetual servitude.

In his service, the ogres constructed a gateway through which Urami erupted to feed, each time consuming everything within his reach. As is the way of things, nature replenished itself, but people—Urami’s favorite snack—began to move away in hope of escaping the unknown evil. The ogres masked the gateway as a “tomb” and spread rumors of Urami’s demise. Most people saw through the deception, but foolish morsels wandered too close often enough to spice up Urami’s continual meals.



Illustrations by Alex Horley-Orlandelli and rk post



# SHINEN AND THE VEIL BETWEEN THE WORLDS

In the many millennia before the Kami War, the denizens of Kamigawa gave no thought to a place called the spirit world. They believed that the kami lived in the material world—the only world that mortals knew. The kami existed invisibly and imperceptibly, blessing those who lived simple and devout lives.

Once in a great while, a kami would “make itself visible”—or so the mortal world thought. The result would be a glowing light deep within a forest of bamboo, for example, or a disembodied shadow on the ground at dusk. These fleeting manifestations bolstered mortals’ belief and encouraged their shrines, offerings, and oblations.

But the truth was more complicated. The veil between the utsushiyo and the kakuriyo, the material and spirit realms, was complex and variable. Each world could influence the other: Kami grew more powerful based on the number of mortals who worshipped them, and mortals could draw power from the kami through arcane means or through strong faith.

In Kamigawa, every person, idea, and object had a kami, and the veil between worlds was no exception. In fact, the kami of the veil was perhaps the greatest kami of all, because without it, there could be no difference between flesh and spirit, between mortal and god. That kami was the Great Old Serpent, the O-Kagachi.

When the daimyo Konda extracted a kami from the spirit realm, he breached and destabilized the veil between worlds, incurring the wrath of the O-Kagachi and of all kami. More than that, the spirit Kondo extracted, which came to be known as That Which Was Taken, was itself an aspect of the veil, and thus a metaphysical child of the O-Kagachi.

The theft of this spirit granted Konda vast power and near-immortality. With a piece of the veil itself in his hands, the differences between the two worlds were all but erased for him. And as the Kami War escalated, the veil became blurred for the rest of Kamigawa as well.

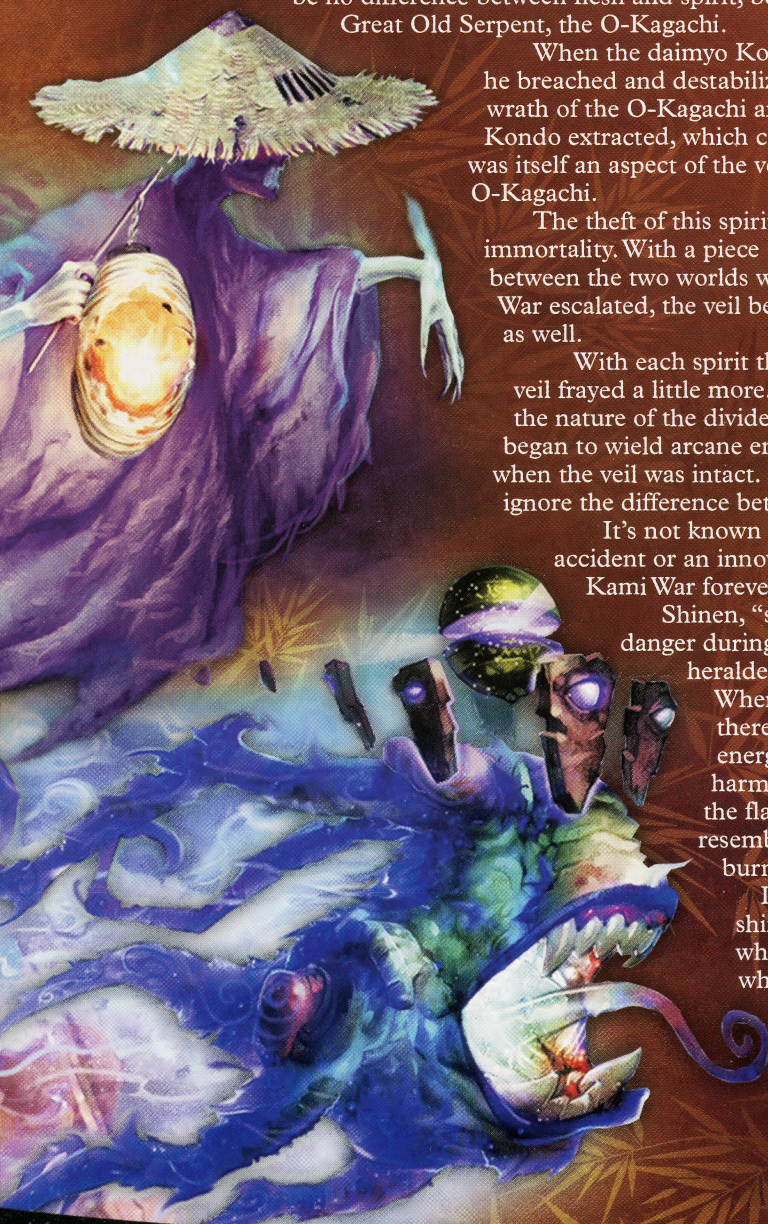
With each spirit that manifested in the material world, the veil frayed a little more. After many years of these small breaches, the nature of the divide between worlds began to change. Mortals began to wield arcane energies that were never accessible to them when the veil was intact. Spirits took shape in ways that seemed to ignore the difference between life and death.

It’s not known whether the focusing of shinen was an accident or an innovation, but its use changed the terms of the Kami War forever.

Shinen, “spirit fire,” had become a hallmark of danger during the early years of the Kami War, because it heralded the arrival of a spirit in the material world. Whenever the veil between worlds was breached, there was a chance of flares of ectoplasmic energy. In the days of old, this energy was harmless, like foxfire. But as the war continued, the flares grew in size and intensity until they resembled raw mana, with the power to blind eyes, burn flesh, or taint minds.

In the last few years of the war, these flares of shinen took shape and intention. No one knows whether kami chose to make this happen, or whether it was a side effect of the disruption of the veil. In any case, bursts of pure shinen began to pierce the veil, taking the same bizarre forms as the kami themselves.

And, like spells, these fiery emanations had an immediate and often devastating effect on the mortal world.



Illustrations by Scott M. Fischer, Jeremy Jarvis, and Ittoku



# A KAMIGAWA GLOSSARY, PART 3

## People and Places

Below are the meanings and pronunciations of some words you'll encounter in the *Saviors of Kamigawa*<sup>TM</sup> expansion. For more meanings and pronunciations, consult the *Champions of Kamigawa*<sup>TM</sup> and *Betrayers of Kamigawa*<sup>TM</sup> player's guides.

- Adamaro** (AH-dah-MAH-roh) The feared kami of a famed human warrior who was consumed by his own anger and envy.
- Akuta** (ah-KOO-tah) A legendary kami of ashes and ruin.
- Arashi** (AR-ah-shee) The great kami of monsoons and typhoons, whose appearance was always accompanied by storms of shinen.
- Ayumi** (ah-YOO-mee) The kami who "reclaimed" abandoned places in the name of nature.
- Erayo** (eh-RYE-oh) A soratami woman whose meditations enabled her to transcend the material world.
- Homura** (HOH-moo-rah) A human monk whose meditations allowed him to grant the power of dragons to his allies.
- Iizuka** (ee-EE-zoo-kah) A ruthless human ronin and leader who some said studied blood magic with oni masters.
- Jiwari** (jee-WAH-ree) The great kami of earthquakes, whose appearance was always preceded by waves of shinen.
- Kaho** (KAH-hoh) The female human jushi who served as Minamo's historian during the first half of the Kami War.
- Kagemaro** (KAH-gay-MAH-roh) The dreaded kami of the first human to be so evil that his spirit became an oni.
- Kataki** (KAH-tah-kee) A legendary kami of retribution.
- Kiyomaro** (KEE-yoh-MAH-roh) The ancient kami of Kamigawa's first daimyo.
- Kuon** (KOO-ohn) An o-bakemono (an ogre) whose blood-magic meditations elevated him into the essence of pain and agony.
- Maga** (MAH-gah) A wicked human jushi rumored to be in the service of demons.
- Masumaro** (MAH-soo-MAH-roh) The once-revered kami of the first human to live by the ways of the kami.
- Michiko Konda** (MEE-chee-koh KON-dah) Daughter and sole heir of the daimyo Takeshi Konda.
- Mikokoro** (MEE-koh-KOH-roh) A sacred island of crystal that sits amid one of Kamigawa's seas.
- Miren** (MEE-rehn) A haunted well deep within Takenuma.
- Oboro** (oh-BOH-roh) The palace in the clouds that's the main home of the soratami.
- Reki** (REH-kee) The human monk on whose body the history of the Kami War was written.
- Rune-Tail** (ROON-tayl) A kitsune whose meditations enabled him to bless his followers with immortality.
- Sakashima** (sah-kah-SHEE-mah) A legendary human master of disguise.
- Sasaya** (SAH-sah-yah) An orochi female whose meditations enabled her to meld her life force with that of the forest.
- Sekki** (SEK-kee) The great kami of the turning of the seasons.
- Soramaro** (SOH-rah-MAH-roh) The once-respected kami of a famous half-human, half-soratami wizard.
- Urami** (oo-RAH-mee) A legendary oni caged underground for centuries.

## Things

- bunrei** (BOON-ray) A spirit created by dividing another spirit. Also, the ceremony of this act of division.
- goryo** (GOHR-yoh) The vengeful spirit of a mortal who died in anger or without the proper rites.
- haru-onna** (HAH-roo-OHN-nah) "Spring woman," a spirit-world creature in the form of a woman surrounded with burgeoning growth.
- kemuri-onna** (keh-MOO-ree-OHN-nah) "Smog woman," a spirit-world creature in the form of a woman shrouded in smog.
- kirin** (KEE-rihn) A mythical, otherworldly creature with aspects of a horse, a dragon, and a deer or goat. Before the war, kirin were omens of good fortune and long life.
- kiri-onna** (KEE-ree-OHN-nah) "Mist woman," a spirit-world creature in the form of a woman enveloped in mist.
- manriki-gusari** (man-REE-kee-goo-SAH-ree) A weapon that consists of a chain with a weight at each end.
- meishin** (MAY-shin) A fabled magic said to imprison others inside its caster's mind.
- netsuke** (NET-soo-kay) Miniature figurines carved from ivory, wood, bone, or other materials.
- nikko-onna** (NIK-koh-OHN-nah) "Sunlight woman," a spirit-world creature in the form of a dazzling woman.
- o-naginata** (oh-NAH-gee-NAH-tah) A weapon that consists of a long pole with a huge, curved blade on its end.
- shinen** (SHEE-nehn) Metaphysical energy, "spirit fire."
- torii** (tor-EE-ee) The distinctive Shinto archway, usually painted red, that indicates the entrance to a shrine or hallowed place.
- yuki-onna** (YOO-kee-OHN-nah) "Snow woman," a spirit-world creature in the form of a beautiful woman impervious to cold.



# A WORD TO THE WISE

by Randy Buehler Jr., *Saviors of Kamigawa* lead developer

The *Saviors of Kamigawa* set wraps up our trip to Japan with a flourish. As you'd expect, the set is full of cool twists on the Kamigawa™ block's major mechanics. What you might not expect, however, are the bonus features—features like the “wisdom” theme (which radically warps the fabric of any **Magic: The Gathering**® game it shows up in) and the epic spells. Possibly the most powerful spells ever printed, the five epic spells are so strong that, once you play one, you aren't allowed to play any more spells for the rest of the game.



Illus. Christopher Moeller

## Smart & Smarter



R&D has been talking for years about doing a “hand size matters” set, and the *Saviors of Kamigawa* set turned out to be the perfect place to put all the ideas we've been saving up. The more cards you have in your hand, the “wiser” you are and the stronger these cards get. To make sure games stay interesting, these cards work in a number of different ways. Some of them (with playtest names like “Akki of Alexandria,” after the powerhouse Library of Alexandria from the *Arabian Nights*® set) get extra abilities if you've got seven or more cards in hand.

Other cards scale their effects based on the number of cards you're holding. Perhaps the most exciting cards in this theme are the “ancestors.”

This cycle of legendary creatures was inspired by the *Mirage*™ card Maro—each one is like a Maro with an extra, color-appropriate ability.

While we were testing the *Saviors of Kamigawa* set, many of our favorite games involved a third type of “wisdom” card. Descendant of Kiyomaro and Okina Nightwatch, for example, get much better when you have more cards in your hand than your opponent does. This created a competitive mini-game within the game (“How many cards do you have now?”) that strikingly changed how we played. It was weird but fun to realize that we were sometimes better off hoarding cards than playing spells. These playtest games often turned into funky hand-size races with each player making unusual game decisions. It was quite a change of pace to see normal **Magic**® strategies turned upside down.

## Give 'Em a Hand

But hold on a second—if having lots of cards in your hand is the key to this new mechanic, doesn't blue have a ridiculous advantage? Blue is already the king of card-drawing spells. Add to that the Moonfolk, nearly all of which can bounce lands back to their owner's hand, and it looks like blue is the wisest color of all. The designers felt that this imbalance was unacceptable. Since they wanted the hand-size cards to be good in every color, they needed creative solutions to level the playing field . . . and that's exactly what they came up with.

One of these clever ideas happens to be my favorite trick in the set: Sweep. Sweep is a new ability found on four *Saviors of Kamigawa* spells, and it lets you radically change the number of cards you have in your hand after, say, your opponent blocks your seemingly innocuous Akki Underling. I hope you enjoy barreling down the Sokenzan Mountains as much as I did.



Illus. Greg Staples



There are a couple of other cycles that fit the same bill. One was derived from the *Visions*™ card Stamped Wildbeests. (The green card in this cycle is actually a functional reprint of the Wildbeests, but it got a name change because there are no gnus in Japan.) Each of these creatures seems undercosted, but they have the drawback that you have to return one of your creatures to your hand each turn. Hold on—did I say “drawback”? That all depends. Do you want to boost your hand size? Do you want to get a creature’s comes-into-play effect over and over? Do you want to bounce and play a Spirit every turn to repeatedly trigger your “spiritcraft” abilities? Then let the bouncing begin! As if that weren’t enough, this is where the Onnas enter the picture. Yuki-Onna, Kemuri-Onna, and their kin all have both a comes-into-play ability and a “spiritcraft” ability that lets you bounce them back to your hand—which is right where you want them to be.

## That’s the Spirit

The *Saviors of Kamigawa* set is full of cool new toys to put into your spirit-world decks. The most exciting one is the channel ability, which interacts particularly well with the Kamigawa block’s other spirit-world mechanics. Each creature with channel is a Spirit, so playing one will trigger your other creatures’ “spiritcraft” abilities. Even better is how channel interacts with soulshift. Instead of playing a channel creature like a creature, you can use it pretty much like a spell—whenever you could play an instant, you can pay some mana, discard a creature with channel from your hand, and get a spell-like effect. When one of your soulshift creatures is about to die, that’s the perfect time to channel a creature you’re holding. Imagine the look of agony on your opponent’s face as you toss a Ghost-Lit Raider into your graveyard—frying a creature on its way out—then return it right back to your hand when the creature with soulshift hits the bin.

The Kirin provide another powerful new tool to anyone who wants to harness the power of the kami. Each Kirin is a flying creature with a “spiritcraft” ability—and the power of that ability is directly linked to the size of the Spirit or Arcane spell you played to trigger it. What’s better than playing one of the *Champions of Kamigawa* Dragon Spirits? How about stealing your opponent’s Dragon Spirit for a turn while you’re at it?



## Larger than Life

The story behind the epic spells is epic in its own right. Brian Tinsman, the lead *Saviors of Kamigawa* designer, looked at all the legendary creatures, lands, artifacts, and enchantments scattered throughout the Kamigawa block and wondered aloud, “Hey! What about spells?” He had a point. We had legendary everything else, but where were the legendary instants and legendary sorceries? Sure, there was the tiny problem that they couldn’t really exist. The “legend rule” can’t apply to spells—since they’re never in play, it makes no sense to say you can only have one of them in play at a time—but the basic idea of super-special, one-of-a-kind spells seemed immensely cool. The design team eventually abandoned attempts to extend the “legend rule” to apply to sorceries or instants, but they still loved the *flavor* of legendary spells. They designed some suitably awesome spells, and their brainstorming on the flavor side of the concept led them to create the epic ability.

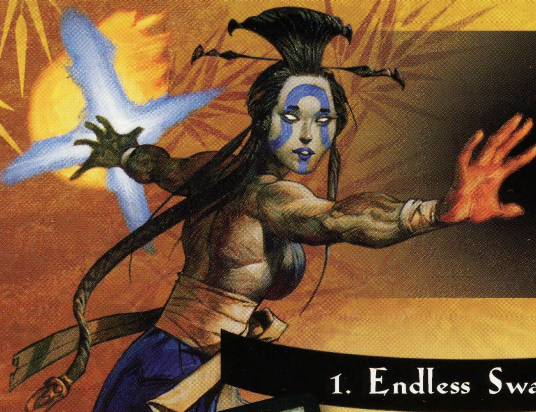
Whenever you play an epic spell, you get its effect not just when it resolves, but on every single one of your turns for the rest of the game. In exchange for this, you give up the right to play any more spells that game. Most of the time, though, it’s worth it. Plus, as the epic spell dominates your game, you’re not necessarily out of action. You can’t play spells, but you can still attack with your creatures and play abilities . . . abilities like channel, which can do just about anything you’d want a spell to do.

All in all, we’re very happy with the way the *Saviors of Kamigawa* set—and, indeed, the entire Kamigawa block—turned out. The flavor of this world continues to impress me, the art is awesome, and the mechanics are tremendously fun to play. Now comes the best part: We pass that fun along to you.





# THE TEN COOLEST SAVIORS OF



## 1. Endless Swarm

Let's face it: During a **Magic** game, you've normally got a lot of options. The epic spells let you trade in some of your options for raw power. So . . . you won't get to play any more spells for the rest of the game. So what? When you play **Endless Swarm**, you get a ready-made Snake army—and then, at the start of each of your turns for the rest of the game, you get another slithery serving of swarming Snakes. Who needs other spells anyway?



## 2. Iname as One

Life and death: The circle is complete in **Iname as One**. Ignore, for a second, that this is a humongous creature in its own right. When you play this newfangled **Iname**, you pop an extra **Spirit** of your choice right into play from your library. And when this fusion of the **Life Aspect** and **Death Aspect** dies, its death brings back another **Spirit** from your graveyard to play. What a friendly guy!



## 3. Kagemaro, First to Suffer

No two see the same **Maro**. In this set, that's particularly true because you'll be seeing five different creatures based on the *Mirage* favorite. The most fearsome one is surely **Kagemaro**. Like the other "ancestor" **Spirits**, its size is equal to the number of cards in your hand. Unlike the others, it can wipe out all creatures in play at a moment's notice. **Kagemaro** may have been the first to suffer, but it won't be the last.



## 4. Tomb of Urami

Lands that turn into creatures have been popular since **Mishra's Factory** back in the *Antiquities*® set. **Tomb of Urami** takes the concept further than it's ever gone before. This appropriately painful land can summon forth **Urami**, a legendary 5/5 flying **Demon Spirit** that sticks around permanently. Sure, there's that small side effect where you lose all your lands . . . but everyone knows that playing with **Demons** is not for the faint of heart.



## 5. Homura, Human Ascendant/Homura's Essence

It's hard to pick which **Ascendant** is the most ridiculous, but **Homura** seems like a good candidate. This legendary creature's real power comes after it's been destroyed . . . when it automatically returns to play . . . flipped . . . as an *enchantment!* **Homura's Essence** pumps up all your creatures **Dragon-style** so that even the lowliest **akki** becomes a flying, firebreathing monstrosity. When your opponent is too scared to destroy your 4/4 beatstick, you're in fine, fine shape.





# KAMIGAWA CARDS

## 6. Twincast

Hail the triumphant return of Fork, in the color to which it always belonged. Blue has been dancing around this ability for years in the form of Mischievous Quamar and Uyo, Silent Prophet, and now it finally gets its own simple version of the classic card. Like your opponent's spell? You get one, too. Got a powerful instant or sorcery? Double it up. Amazing—blue just got even trickier than it already was.



## 7. Celestial Kirin

A 3/3 flying creature for four mana is good in its own right. Tack on an ability that turns the playing field into a demolition site, and you've got Celestial Kirin. Thanks to Celestial Kirin's "spiritcraft" ability, a card as simple as Candle's Glow can take a sledgehammer to Umezawa's Jitte, Nezumi Graverobber, and Eight-and-a-Half-Tails all at once. Just be careful with your own four-cost Spirit and Arcane spells, and bombs away!



## 8. Miren, the Moaning Well

Imagine that your life total is increased by the toughness of every creature you play. That's exactly what Miren, the Moaning Well can do for you. Is your creature about to die in combat? Sacrifice it for a refreshing burst of life! Is your creature staring at the business end of a Rend Flesh? Convert it into even more life! If you go through a lot of creatures each game, you'll certainly want to get Well soon.



## 9. Sakashima the Impostor

Shapeshifters have it rough in Kamigawa. If a Clone ever copied a legendary creature, both creatures would be sent to the graveyard immediately. That might be a clever way to knock off your opponent's best creature, but it's a lousy way to get a Dragon Spirit of your own. Enter Sakashima. Since it keeps its own name, it won't be affected by the "legend rule" when it copies a legendary creature! And if something better to copy comes along, you can return it to your hand to play it anew.



## 10. Jiwari, the Earth Aflame

Would you rather have an instant, uncounterable Earthquake or a hefty Spirit that can pick off your opponent's creatures one by one? Can't decide? Then have both. The king of the new channel ability, Jiwari can either clear the ground of all enemy creatures or make your opponents afraid to play any new ones. One way or another, Jiwari will make them feel the burn.





# SAVIORS

of kamigawa™

## CARD ENCYCLOPEDIA

The *Saviors of Kamigawa* Card Encyclopedia shows the entire *Saviors of Kamigawa* card set. To keep track of your cards, just turn to the checklist on page 23.

**Adamaro, First to Desire** 1 2 3



Legendary Creature — Spirit

Adamaro, First to Desire's power and toughness are each equal to the number of cards in the hand of the opponent with the most cards in hand.

*"Beware Adamaro! In him all pain and anger is perfected!"*  
—*Isao, Enlightened Bushi*

—*Paulo Pereira*

**Ether Shockwave** 3



Instant

Choose one — Tap all Spirits; or tap all non-Spirit creatures.

*"The strain upon the veil between worlds began to show near the end of the Kami War. Strange happenings that neither side could control lashed out across Kamigawa."*  
—*Observations of the Kami War*

—*Stephen Taplin*

**Akki Drillmaster** 2 3



Creature — Goblin Shaman

☞: Target creature gains haste until end of turn.

*"What part of 'hayaku thee!' did you not understand?"*

—*Alan Pollack*

**Akki Underling** 1 3



Creature — Goblin Warrior

As long as you have seven or more cards in hand, Akki Underling gets +2/+1 and has first strike.

*"I lost my hands in the war and thus found myself employing akki as servants. I found their training to be remarkably similar."*  
—*Kousuke, Houndmaster*

—*Frans Vohwinkel*

**Akuta, Born of Ash** 2 3 3



Legendary Creature — Spirit

Haste

At the beginning of your upkeep, if you have more cards in hand than each opponent, you may sacrifice a Swamp. If you do, return Akuta, Born of Ash from your graveyard to play.

—*Ben Thompson*

**Araba Mothrider** 1 3



Creature — Human Samurai

Flying

Bushido 1 (When this blocks or becomes blocked, it gets +1/+1 until end of turn.)

*"My finest creations are fashioned after the moths of Eiganjo. They fly higher, faster, and more gracefully than any of my own designs."*  
—*Noboru, master kitemaker*

—*Anthony S. Waters*

**Arashi, the Sky Asunder** 3 3 3



Legendary Creature — Spirit

☞, ☞, ☞: Arashi, the Sky Asunder deals X damage to target creature with flying.

Channel — ☞☞☞: Discard Arashi: Arashi deals X damage to each creature with flying.

—*Ken Walker*

**Ashes of the Fallen** 2



Artifact

As Ashes of the Fallen comes into play, choose a creature type. Each creature card in your graveyard has the chosen creature type in addition to its other types.

*The ashes of the dead mingle with the soil, and both become as one.*

—*Ray Frazier*

**Ayumi, the Last Visitor** 3 3 3



Legendary Creature — Spirit

Legendary landwalk

*Before Shinka's walls were built, before the torii at Okima stood, she was there, tall and proud against the sky, and she will be there long after they have fallen into dust.*

—*Ken Post*

**Barrel Down Sokenzan** 2 3



Instant — Arcane

Sweep — Return any number of Mountains you control to their owner's hand. Barrel Down Sokenzan deals damage to target creature equal to twice the number of Mountains returned this way.

—*Greg Staples*

**Blood Clock** 4



Artifact

At the beginning of each player's upkeep, that player returns a permanent he or she controls to its owner's hand unless he or she pays 2 life.

*In an age of war, time is measured not by sand but by blood.*

—*Keith Gifford*

**Bounteous Kirin** 5 3 3



Legendary Creature — Kirin Spirit

Flying

Whenever you play a Spirit or Arcane spell, you may gain life equal to that spell's converted mana cost.

*Even the most benevolent and life-giving of kami joined the war against the mortal world, but only with heavy and sorrowful hearts.*

—*Nishikawa*

**Briarknit Kami** 3 3 3



Creature — Spirit

Whenever you play a Spirit or Arcane spell, put a +1/+1 counter on target creature.

*One thorn to warn, ten thorns to destroy.*

—*Brian Deacon*

**Burning-Eye Zubera** 2 3 3



Creature — Zubera Spirit

When Burning-Eye Zubera is put into a graveyard from play, if 4 or more damage was dealt to it this turn, Burning-Eye Zubera deals 3 damage to target creature or player.

—*Anthony S. Waters*



**Captive Flame** 2



Enchantment

☛ Target creature gets +1/+0 until end of turn.  
"Kills and cooks your food in one easy stroke."

—Keith Galters

**Celestial Kirin** 3



Legendary Creature — Kirin Spirit

Flying

Whenever you play a Spirit or Arcane spell, destroy all permanents with that spell's converted mana cost.

All bows at its visitation—some in awe, some in honor, some in fear.

—Adam Rex

3/3

**Charge Across the Araba** 4



Instant — Arcane

Steep — Return any number of Plains you control to their owner's hand. Creatures you control get +1/+1 until end of turn for each Plains returned this way.

—Dany Orizio

**Choice of Damnations** 3



Sorcery — Arcane

Target opponent chooses a number. You may have that player lose that much life. If you don't, that player sacrifices all but that many permanents.

"Life is a series of choices between bad and worse."

—Toshiko Umezawa

—Tim Hildebrandt

**Cloudhoof Kirin** 3



Legendary Creature — Kirin Spirit

Flying

Whenever you play a Spirit or Arcane spell, you may put the top X cards of target player's library into his or her graveyard, where X is that spell's converted mana cost.

—Randy Gallegos

4/4

**Cowed by Wisdom** 1



Enchant Creature

Enchanted creature can't attack or block unless its controller pays 1 for each card in your hand. (This cost is paid as attackers or blockers are declared.)

—Daren Bader

**Curtain of Light** 1



Instant

Target attacking unblocked creature becomes blocked.

Draw a card.

"Pain gold upon the wind,  
Shape the wind into a shield,  
And vanish behind the brightness."  
—Snow-Fur, kiusune poet

—Chippy

**Cut the Earthly Bond** 1



Instant — Arcane

Return target enchanted permanent to its owner's hand.

"The more kami that passed through the veil that separated them from our world, the weaker that veil became, threatening to tear into tatters at the slightest pressure."

—The History of Kamigawa

—Jeff Miracola

**Death Denied** 3



Instant — Arcane

Return X target creature cards from your graveyard to your hand.

Takenuma was filled with a chorus of moans, shrieks, and wails. Some came from the living, some from the dying, and some, most horribly, from the dead.

—Gege Hildebrandt

**Death of a Thousand Stings** 4



Instant — Arcane

Target player loses 1 life and you gain 1 life.

At the beginning of your upkeep, if you have more cards in hand than each opponent, you may return Death of a Thousand Stings from your graveyard to your hand.

—Scott H. Fischer

**Deathkneel Kami** 1



Creature — Spirit

Flying

☛ : Deathkneel Kami gets +1/+1 until end of turn. Sacrifice it at end of turn.

Soulsplit 1 (When this is put into a graveyard from play, you may return target Spirit card with converted mana cost 1 or less from your graveyard to your hand.)

—Pudimbead

0/1

**Deathmask Nezumi** 2



Creature — Rat Shaman

As long as you have seven or more cards in hand, Deathmask Nezumi gets +2/+1 and has fear.

"We had him cornered, we did... and, well, you know what they say about rats."

—Araba patrol surevor

—Daren Bader

2/2

**Dense Canopy** 1



Enchantment

Creatures with flying can't block creatures without flying.

The orochi learned how to move swiftly and sneaky along the forest floor, like fish darting through gull-swatched waters.

—Jed Renning

**Descendant of Kiyomaro** 1



Creature — Human Soldier

As long as you have more cards in hand than each opponent, Descendant of Kiyomaro gets +1/+2 and has "Whenever this creature deals combat damage, you gain 3 life."

"The blood of Kiyomaro flows in my veins. He did not let Eigango fall and neither shall I."

—Christopher Rush

2/3

**Descendant of Masumaro** 2



Creature — Human Monk

At the beginning of your upkeep, put a +1/+1 counter on Descendant of Masumaro for each card in your hand, then remove a +1/+1 counter from Descendant of Masumaro for each card in target opponent's hand.

—Rob Alexander

1/1

**Descendant of Soramaro** 3



Creature — Human Wizard

☛ : Look at the top X cards of your library, where X is the number of cards in your hand, then put them back in any order.

"Soramaro speaks through me. Listen! And I will tell the wisdom of the ancestors."

—Brian Deegan

2/3





## AND YOU THOUGHT

That's not a misprint below—there's actually a *Saviors of Kamigawa* card with no mana cost. Evermind is the first card in the history of the game that can't be played! You can, however, splice it onto any Arcane spell you play to effectively turn that spell into a cantrip. The designers thought it would be a quirky little "outside-the-box" card that would make players cock their heads to the side and go, "Huh? Oooohhhh, I get it."

The challenge was executing the idea. The first problem was small but crucial. According to the **Magic Comprehensive Rules**, a card's color is determined by its mana cost. But this card has no mana cost! Putting a card into a blue frame isn't actually







# MUDHOLE WAS UNPLAYABLE

enough to make it blue, so Evermind got a line of text that hadn't been seen since the zero-mana red Kobolds were printed in the *Legends* set back in 1994. (Note that this color-setting text gets spliced as well, so whatever you splice Evermind onto becomes blue, too!)

The biggest stumbling block was that players might not know how to handle a nonland card with no mana cost in the upper-right corner. We showed a mock-up of Evermind around the office. Some people thought the card was a misprint; others assumed it was free to play. We concluded that something in the text box had to clue you in to what was going on.

Our first attempt was a line that said, "CARDNAME can't be played." But, according to the splice rules, whatever card Evermind is spliced onto gets *all* of Evermind's text . . . thus, it would become illegal to play that spell! Oops. We finally hammered out the reminder text, and Evermind was ready to go. Keep it in mind the next time you claim that a **Magic** card is "unplayable"!





**Hail of Arrows** 



Instant

Hail of Arrows deals X damage divided as you choose among any number of target attacking creatures.

*"Do not let a single shaft loose until my word. And when I give that word, do not leave a single shaft in Bigonjo."*  
—General Takeno

—Anthony S. Waters  
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**Hand of Cruelty** 



Creature — Human Samurai

Protection from white

Bushido 1 (When this blocks or becomes blocked, it gets +1/+1 until end of turn.)

*"The sword is just a tool. It is the samurai's hand that delivers death."*

—Key Walker  
2/2

**Hand of Honor** 



Creature — Human Samurai

Protection from black

Bushido 1 (When this blocks or becomes blocked, it gets +1/+1 until end of turn.)

*"The sword is just a tool. It is the samurai's hand that brings it to life."*

—Key Walker  
2/2

**Haru-Onna** 



Creature — Spirit

When Haru-Onna comes into play, draw a card.

Whenever you play a Spirit or Arcane spell, you may return Haru-Onna to its owner's hand.

—Rebecca Guay  
2/1

**Hidetsugu's Second Rite** 



Instant

If target player has exactly 10 life, Hidetsugu's Second Rite deals 10 damage to that player.

*Hidetsugu never relinquished a grudge. He let it burn within him, gathering ever greater intensity until the final moment of vengeance.*

—Jeff Mihaljević  
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**Homura, Human Ascendant** 



Homura, Human Ascendant can't block.

When Homura is put into a graveyard from play, return it to play flipped.

Legendary Creature — Human Monk 4/4

Homura's Essence

Creatures you control get +2/+2 and have flying and . This creature gets +1/+1 until end of turn.

—Key Walker  
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**Ideas Unbound** 



Sorcery — Arcane

Draw three cards. Discard three cards at end of turn.

*The apprentice stared in puzzlement. "But Master, you finished writing those spells just yesterday. Don't you remember?" The jushi's heart froze.*

—Mark Tedin  
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**Iizuka the Ruthless** 



Legendary Creature — Human Samurai

Bushido 2 (When this blocks or becomes blocked, it gets +2/+2 until end of turn.)

 Sacrifice a Samurai: Samurai you control gain double strike until end of turn.

—Darrell Riche  
3/3

**Iname as One** 



Legendary Creature — Spirit

When Iname as One comes into play, if you played it from your hand, you may search your library for a Spirit card, put it into play, then shuffle your library.

When Iname as One is put into a graveyard from play, you may remove it from the game. If you do, return target Spirit card from your graveyard to play.

—Stephanie Taggart  
8/8

**Infernal Kirin** 



Legendary Creature — Kirin Spirit

Flying

Whenever you play a Spirit or Arcane spell, target player reveals his or her hand and discards all cards with that spell's converted mana cost.

*The kirin balloted—an echoing, twisted parody of its once-inspirational call.*

—Carl Gribben  
3/3

**Inner Calm, Outer Strength** 



Instant — Arcane

Target creature gets +X/+X until end of turn, where X is the number of cards in your hand.

*The ghostly objects around the kami circled faster and faster, creating a dizzying cyclone of motion. When it opened its eyes, it struck.*

—Stephanie Taggart  
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**Inner Fire** 



Sorcery

Add  to your mana pool for each card in your hand.

*"Heart of Sokenzan, I call to you! Lend me your fire."*

—Christopher Muecher  
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**Inner-Chamber Guard** 



Creature — Human Samurai

Bushido 2 (When this blocks or becomes blocked, it gets +2/+2 until end of turn.)

*"It seems that each time I visit Lord Konda his guards are more on edge, perhaps even more eager for the war to reach them."*  
—Masako the Homorless

—Brian Snoddy  
0/2

**Into the Fray** 



Instant — Arcane

Target creature attacks this turn if able.

Splice onto Arcane  (As you play an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)

—Travis Poirier  
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**Ivory Crane Netsuke** 



Artifact

At the beginning of your upkeep, if you have seven or more cards in hand, you gain 4 life.

*It is said that the feathers of a crane are clouds, plucked and sewn together by the hands of the kami.*

—Craig Williford  
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**Jiwari, the Earth Aflame** 



Legendary Creature — Spirit

, : Jiwari, the Earth Aflame deals X damage to target creature without flying.

Channel — , , Discard Jiwari: Jiwari deals X damage to each creature without flying.

—Adam Rice  
3/3



**Kaho, Minamo Historian** 2 4



Legendary Creature — Human Wizard

When Kaho, Minamo Historian comes into play, search your library for up to three instant cards and remove them from the game. Then shuffle your library.

\*: You may play a card with converted mana cost X removed from the game with Kaho without paying its mana cost.

—Greg Staples  
2/2

**Kagemaro, First to Suffer** 3 3



Legendary Creature — Demon Spirit

Kagemaro, First to Suffer's power and toughness are each equal to the number of cards in your hand.

\*: Sacrifice Kagemaro: All creatures get -X/-X until end of turn, where X is the number of cards in your hand.

—Adam Ben  
\*/\*

**Kagemaro's Clutch** 3 3



Enchant Creature

Enchanted creature gets -X/-X, where X is the number of cards in your hand.

*The mist was thick, cloying, and constricting. Shiro fought his way to fresh air only to look back and see his comrades fallen on the battlefield behind him.*

—Pat Lee  
4/4

**Kami of Empty Graves** 3 3



Creature — Spirit

Soulshift 3 (When this is put into a graveyard from play, you may return target Spirit card with converted mana cost 3 or less from your graveyard to your hand.)

—Greg Miller/Donato  
4/1

**Kami of the Crescent Moon** 4 4



Legendary Creature — Spirit

At the beginning of each player's draw step, that player draws a card.

*"He's a lot like me, that masterless little kami... unimpressed by grandeur and never at a loss for a trick."*

—Toshiro Umezawa

—Darrell Kiche  
1/3

**Kami of the Tended Garden** 3 3



Creature — Spirit

At the beginning of your upkeep, sacrifice Kami of the Tended Garden unless you pay ♠.

Soulshift 3 (When this is put into a graveyard from play, you may return target Spirit card with converted mana cost 3 or less from your graveyard to your hand.)

—Thomas M. Egan  
4/4

**Kashi-Tribe Elite** 1 2



Creature — Snake Warrior

Legendary Snakes you control can't be the targets of spells or abilities.

Whenever Kashi-Tribe Elite deals combat damage to a creature, tap that creature and it doesn't untap during its controller's next untap step.

—Matt Thompson  
2/3

**Kataki, War's Wage** 1 3



Legendary Creature — Spirit

All artifacts have "At the beginning of your upkeep, sacrifice this artifact unless you pay 1."

*"Before the war, we prayed to Kataki to sharpen our swords and harden our armor. Without his blessing our weapons are all but useless against the kami horde."*

—Kenzo the Hardhearted

—Matt Thompson  
2/1

**Kemuri-Onna** 4 3



Creature — Spirit

When Kemuri-Onna comes into play, target player discards a card.

Whenever you play a Spirit or Arcane spell, you may return Kemuri-Onna to its owner's hand.

—Hideo  
3/3

**Kiku's Shadow** 3 3



Sorcery

Target creature deals damage to itself equal to its power.

*"Me? No, I'm not going to kill you. I won't even lay a finger on you. I promise."*

—Kiku, Night's Flower

—Pete Ventres  
3/3

**Kiri-Onna** 4 4



Creature — Spirit

When Kiri-Onna comes into play, return target creature to its owner's hand.

Whenever you play a Spirit or Arcane spell, you may return Kiri-Onna to its owner's hand.

—Kenzo Okabayashi  
2/2

**Kitsune Bonesetter** 2 3



Creature — Fox Cleric

\*: Prevent the next 3 damage that would be dealt to target creature this turn. Play this ability only if you have more cards in hand than each opponent.

*"He kept generations whole before the Kami War, and now he turns his century of wisdom to healing the latest casualties."*

—Eight-and-a-Half-Tails

—Heather Hudson  
0/1

**Kitsune Dawnblade** 4 3



Creature — Fox Samurai

Bushido 1 (When this blocks or becomes blocked, it gets +1/+1 until end of turn.)

When Kitsune Dawnblade comes into play, you may tap target creature.

—Carl Critchlow  
2/3

**Kitsune Loreweaver** 1 2



Creature — Fox Cleric

\*\*\*: Kitsune Loreweaver gets +0/+X until end of turn, where X is the number of cards in your hand.

*"Know your history. The lessons of the past will shield you in times of doubt."*

—Eric Polak  
2/1

**Kiyomaro, First to Stand** 3 3



Legendary Creature — Spirit

Kiyomaro, First to Stand's power and toughness are each equal to the number of cards in your hand.

As long as you have four or more cards in hand, Kiyomaro has vigilance.

Whenever Kiyomaro deals damage, if you have seven or more cards in hand, you gain 7 life.

—Sev Walker  
\*/\*

**Kuon, Ogre Ascendant** 3 3



At end of turn, if three or more creatures were put into graveyards from play this turn, flip Kuon, Ogre Ascendant.

Legendary Creature — Ogre Monk 2/4

Legendary Enchantment

At the beginning of each player's upkeep, that player sacrifices a creature.

Kuon's Essence

—Hideaki Takemura  
4/4



**Kuro's Taken**  



Creature — Rat Samurai

Bushido 1 (When this blocks or becomes blocked, it gets +1/+1 until end of turn.)  
1 ♣: Regenerate Kuro's Taken.  
Simple bargains are the most tempting, and oni bargains are the simplest of all: eternal life for eternal service.

1/1

**Locust Miser**  



Creature — Rat Shaman

Each opponent's maximum hand size is reduced by two.  
"They're numerous, attack in swarms, and are always hungry. No wonder we rats hold such a kinship with them."

2/2

**Maga, Traitor to Mortals**   



Legendary Creature — Human Wizard

Maga, Traitor to Mortals comes into play with X +1/+1 counters on it.  
When Maga comes into play, target player loses life equal to the number of +1/+1 counters on it.

0/0

**Manriki-Gusari** 



Artifact — Equipment

Equipped creature gets +1/+2 and has "♣: Destroy target Equipment."  
Equip 1 (1: Attach to target creature you control. Equip only as a sorcery.)

**Masumaro, First to Live**   



Legendary Creature — Spirit

Masumaro, First to Live's power and toughness are each equal to twice the number of cards in your hand.  
"In the waning moments of war, humanity's most ancient ancestors return. But whose side shall they make their own?"  
—Iao, Enlightened Bushi

\*/\*

**Matsu-Tribe Birdstalker**  



Creature — Snake Warrior Archer

Whenever Matsu-Tribe Birdstalker deals combat damage to a creature, tap that creature and it doesn't untap during its controller's next untap step.  
♣: Matsu-Tribe Birdstalker may block as though it had flying until end of turn.

2/2

**Measure of Wickedness**  



Enchantment

At the end of your turn, sacrifice Measure of Wickedness and you lose 8 life.  
Whenever another card is put into your graveyard from anywhere, target opponent gains control of Measure of Wickedness.

**Meishin, the Mind Cage**   



Legendary Enchantment

All creatures get -X/-0, where X is the number of cards in your hand.  
It's dangerous indeed to be lost in someone else's thoughts.

**Michiko Konda, Truth Seeker**  



Legendary Creature — Human Advisor

Whenever a source an opponent controls deals damage to you, that player sacrifices a permanent.  
"Watch over my father. Tell him I'm safe, but I won't come home until I find out how to bring him back to his senses, and Kamigawa is again at peace."  
—Michiko Konda, last letter to General Tuhano

2/2

**Mikokoro, Center of the Sea**



Legendary Land

♣: Add 1 to your mana pool.  
2, ♣: Each player draws a card.  
"Center of the Sea, Eye of the World, Shrine of Enlightenment. Seek it for answers. Seek it for healing. Seek it and return transformed."  
—Scroll fragments from the ruins of Minamo

**Minamo Scrollkeeper** 



Creature — Human Wizard

Defender (This creature can't attack.)  
Your maximum hand size is increased by one.  
The scrollkeepers never stepped an inch away from the doors of the Great Library, not even when the ogres and their oni masters swept through Minamo.

2/3

**Miren, the Moaning Well**



Legendary Land

♣: Add 1 to your mana pool.  
3, ♣: Sacrifice a creature: You gain life equal to the sacrificed creature's toughness.

**Molting Skin**  



Enchantment

Return Molting Skin to its owner's hand: Regenerate target creature.  
"We have learned much from the orochi."

**Moonbow Illusionist**  



Creature — Moonfolk Wizard

Flying  
2, Return a land you control to its owner's hand: Target land's type becomes the basic land type of your choice until end of turn.

2/1

**Moonwing Moth**   



Creature — Insect

Flying  
\*: Moonwing Moth gets +0/+1 until end of turn.  
"Night wings sprinkled with dust of a thousand soldiers dead And a thousand cities fallen."  
—Snow-Fur, kittsune poet

2/1

**Murmurs from Beyond**  



Instant — Arcane

Reveal the top three cards of your library. An opponent chooses one. Put that card into your graveyard and the rest into your hand.  
Like pools of fog that hid treacherous rocks from sailors' eyes, so too were the hands of the kami.







**Presence of the Wise**

Sorcery

You gain 2 life for each card in your hand.  
*"Humbly I bow. Silently I wait. Deeply I listen."*

—Christopher Moeller  
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**Promise of Bunrei**

Enchantment

Whenever a creature you control is put into a graveyard from play, sacrifice Promise of Bunrei. If you do, put four 1/1 colorless Spirit creature tokens into play.  
*"I am not afraid to die today nor afraid of what death will bring."*

—Stephen Tappin  
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**Promised Kannushi**

Creature — Human Druid

Soulshift 7 (When this is put into a graveyard from play, you may return target Spirit card with converted mana cost 7 or less from your graveyard to your hand.)

—Mark Thompson  
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**Pure Intentions**

Instant — Arcane

Whenever a spell or ability an opponent controls causes you to discard cards this turn, return those cards from your graveyard to your hand.  
 Whenever a spell or ability an opponent controls causes you to discard Pure Intentions, return Pure Intentions from your graveyard to your hand at end of turn.

—Randy Gallegos  
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**Rally the Horde**

Sorcery

Remove the top three cards of your library from the game. If the last card removed isn't a land, repeat this process until the last card removed is a land. Put a 1/1 red Warrior creature token into play for each nonland card removed from the game this way.

—Darilyn Fawcett  
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**Raving Oni-Slave**

Creature — Ogre Warrior

When Raving Oni-Slave comes into play, you lose 3 life if you don't control a Demon.  
 When Raving Oni-Slave leaves play, you lose 3 life if you don't control a Demon.

—Eric Palak  
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**Razorjaw Oni**

Creature — Demon Spirit

Black creatures can't block.  
*It gnashed its teeth, and the battlefield filled with the screech of blade striking blade.*

—Carl Gribble  
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**Reki, the History of Kamigawa**

Legendary Creature — Human Shaman

Whenever you play a legendary spell, draw a card.  
*"After his death, monks spent ten years transcribing the tattoos from Reki's body and gathering stories from those who spoke with him. Thus the volume you hold was written."*  
 —The History of Kamigawa

—Edward P. Beled, Jr.  
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**Rending Vines**

Instant — Arcane

Destroy target artifact or enchantment if its converted mana cost is less than or equal to the mana cost in your hand.  
 Draw a card.

—Dan Frazier  
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**Reverence**

Enchantment

Creatures with power 2 or less can't attack you.  
*"Despite the massive forces that allied against him, Konda never once believed he would lose the Kami War."*  
 —Masako the Humorous

—Iritaka  
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**Ronin Cavekeeper**

Creature — Human Samurai

Bushido 2 (When this blocks or becomes blocked, it gets +2/+2 until end of turn.)  
 The akki were surprised to encounter a human who could fight in the caves as well as they.

—Pablo Paredes  
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**Rune-Tail, Kitsune Ascendant**

When you have 30 or more life, flip Rune-Tail, Kitsune Ascendant.

Legendary Creature — Fox Monk 2/2

Legendary Enchantment

Prevent all damage that would be dealt to creatures you control.

Rune-Tail's Essence

—Randy Gallegos  
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**Rushing-Tide Zubera**

Creature — Zubera Spirit

When Rushing-Tide Zubera is put into a graveyard from play, if 4 or more damage was dealt to it this turn, draw three cards.  
*Cut off from the kaburiva by the destruction of their homden, the zuberu sought new ways to bring their secrets home.*

—Mark Brill  
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**Sakashima the Impostor**

Legendary Creature — Human Rogue

As Sakashima the Impostor comes into play, you may choose a creature in play. If you do, Sakashima comes into play as a copy of that creature, except its name is still Sakashima the Impostor, it's still legendary, and it gains "2 ♦ ♦: Return Sakashima the Impostor to its owner's hand at end of turn."

—Rip Post  
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**Sakura-Tribe Scout**

Creature — Snake Shaman Scout

♦ ♦: You may put a land card from your hand into play.  
*"Scouts of the Sakura Tribe spent two years wandering the forest to learn every leaf and tree. That knowledge was called upon during the Kami War to ensure the rochi's survival."*  
 —The History of Kamigawa

—Dawn H. Riche  
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**Sasaya, Orochi Ascendant**

Reveal your hand: If you have seven or more land cards in your hand, flip Sasaya, Orochi Ascendant.

Legendary Creature — Snake Monk 2/3

Legendary Enchantment

Whenever a land you control is tapped for mana, add one mana of that type to your mana pool. (This effect does not apply to lands you control.)

Sasaya's Essence

—Christopher Moeller  
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**Scroll of Origins** 2

Artifact

2, ♣: Draw a card if you have seven or more cards in hand.

*The words from which language sprang, the knowledge from which thought was born, the story from which history was woven.*

—Dany Orsina

**Secretkeeper** 3 4

Creature — Spirit

As long as you have more cards in hand than each opponent, Secretkeeper gets +2/+2 and has flying.

*It is all the things that humanity was not meant to know.*

—Rosa Spencer

2/2

**Seed the Land** 2 4

Enchantment

Whenever a land comes into play, its controller puts a 1/1 green Snake creature token into play.

*With a sadness and a sense of hope, Senka left the colony of her birth and, with her attendants, set out to serve as broodmistress, founder of a new colony.*

—Anthony S. Waters

**Seek the Horizon** 3 4

Sorcery

Search your library for up to three basic land cards, reveal them, and put them into your hand. Then shuffle your library.

*"I've seen this great land from every angle. I know its every tree, stone, and river bend. Yet I have come to realize that knowing a thing is not the same as hearing it."*

—Diary of Azusa

—Eric Pelat

**Sekki, Seasons' Guide** 5 4 4

Legendary Creature — Spirit

Sekki, Seasons' Guide comes into play with eight +1/+1 counters on it.

If damage would be dealt to Sekki, prevent that damage, remove that many +1/+1 counters from Sekki, and put that many 1/1 colorless Spirit creature tokens into play.

Sacrifice eight Spirits: Return Sekki from your graveyard to play.

—Rex Walker

0/0

**Shape Stealer** 4 4

Creature — Shapeshifter Spirit

Whenever Shape Stealer blocks or becomes blocked by a creature, change Shape Stealer's power and toughness to that creature's power and toughness until end of turn.

*"Stand back. I know just what to do."*

—Kiki-Jiki, Mirror Breaker

—Jim Nelson

1/1

**Shifting Borders** 3 4

Instant — Arcane

Exchange control of two target lands.

Splice onto Arcane 3 4 (As you play an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)

—Alex Hovley-Orlando

**Shinen of Fear's Chill** 4 4

Creature — Spirit

Shinen of Fear's Chill can't block.

Channel — 1 ♣, Discard Shinen of Fear's Chill: Target creature can't block this turn.

—Barrett Rabe

3/2

**Shinen of Flight's Wings** 4 4

Creature — Spirit

Flying

Channel — ♣, Discard Shinen of Flight's Wings: Target creature gains flying until end of turn.

—Scott M. Fischer

3/3

**Shinen of Fury's Fire** 2 2

Creature — Spirit

Haste

Channel — ♣, Discard Shinen of Fury's Fire: Target creature gains haste until end of turn.

—Dan Frazer

2/1

**Shinen of Life's Roar** 1 4

Creature — Spirit

All creatures able to block Shinen of Life's Roar do so.

Channel — 2 ♣♣, Discard Shinen of Life's Roar: All creatures able to block target creature this turn do so.

—Matt Cavotta

1/2

**Shinen of Stars' Light** 2 4

Creature — Spirit

First strike

Channel — 1 ♣, Discard Shinen of Stars' Light: Target creature gains first strike until end of turn.

—Jeremy Jarvis

2/1

**Sink into Takenuma** 3 4

Sorcery — Arcane

Swamp — Return any number of Swamps you control to their owner's hand. Target player discards a card for each Swamp returned this way.

—Pat Lee

**Skull Collector** 1 4 4

Creature — Ogre Warrior

At the beginning of your upkeep, return a black creature you control to its owner's hand.

1 ♣: Regenerate Skull Collector.

*"Your blood I'll use. Your skull I'll keep."*

—Herman M. Sugg

3/3

**Skyfire Kirin** 2 4 4

Legendary Creature — Kirin Spirit

Flying

Whenever you play a Spirit or Arcane spell, you may gain control of target creature with that spell's converted mana cost until end of turn.

*Its fiery visitation burns away the fog of war and dissipates the ties of loyalty.*

—Jason M. Kovach

3/3

**Sokenzan Renegade** 2 4

Creature — Ogre Samurai Mercenary

Bushido 1 (When this blocks or becomes blocked, it gets +1/+1 until end of turn.)

At the beginning of your upkeep, if a player has more cards in hand than any other, the player with the most cards in hand gains control of Sokenzan Renegade.

—Alan Pallavicini

3/3



**Sokenzan Spellblade** 4



Creature — Ogre Samurai Shaman

Bushido 1 (When this blocks or becomes blocked, it gets +1/+1 until end of turn.)

1: Sokenzan Spellblade gets +X/+0 until end of turn, where X is the number of cards in your hand.

— Jeff Grubbler

2/3

**Soramaro, First to Dream** 4



Legendary Creature — Spirit

Flying

Soramaro, First to Dream's power and toughness are each equal to the number of cards in your hand.

\*, Return a land you control to its owner's hand: Draw a card.

— Brian Despain

\*/\*

**Soratami Cloud Chariot** 5



Artifact

2: Target creature you control gains flying until end of turn.

2: Prevent all combat damage that would be dealt to and dealt by target creature you control this turn.

— Franz Vohwinkel

**Spiraling Embers** 3



Sorcery — Arcane

Spiraling Embers deals damage to target creature or player equal to the number of cards in your hand.

The akki knew to stay indoors on the days the oni flew their kites.

— Chippy

**Spiritual Visit** \*



Instant — Arcane

Put a 1/1 colorless Spirit creature token into play.

Splice onto Arcane (As you play an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)

— Pete Venters

**Stampeding Serow** 2



Creature — Beast

Trample

At the beginning of your upkeep, return a green creature you control to its owner's hand.

— Edward R. Beard, Jr.

5/4

**Sunder from Within** 2



Sorcery — Arcane

Destroy target artifact or land.

Trapped for eons within the sacred gong, the kami boomed and clanged to a deafening tempo as they destroyed their erstwhile prison.

— Jeff Miracola

**Thoughts of Ruin** 2



Sorcery

Each player sacrifices a land for each card in your hand.

"In our war with the kami, we annihilate what is our own. Do they too suffer ruination in their hidden world?" — Diary of Asusa

— John Avon

**Tomb of Urami**



Legendary Land

• Add to your mana pool. Tomb of Urami deals 1 damage to you if you don't control an Ogre.

2: Sacrifice all lands you control: Put a legendary 5/5 black Demon Spirit creature token with flying named Urami into play.

— Alex Hodge-Ostrowski

**Torii Watchward** 4



Creature — Spirit

Vigilance (Attacking doesn't cause this creature to tap.)

Soulshift 4 (When this is put into a graveyard from play, you may return target Spirit card with converted mana cost 4 or less from your graveyard to your hand.)

— Jeff Miracola

3/3

**Trusted Advisor** 4



Creature — Human Advisor

Your maximum hand size is increased by two.

At the beginning of your upkeep, return a blue creature you control to its owner's hand.

Some of Mizuno's students claimed he was as old as the knowledge he dispensed.

— Jim Nelson

1/2

**Twincast** 4



Instant

Copy target instant or sorcery spell. You may choose new targets for the copy.

Sometimes you have to search for inspiration, and sometimes it's right there in front of you.

— Christopher Maeller

**Undying Flames** 4



Sorcery

Remove cards from the top of your library from the game until you remove a nonland card. Undying Flames deals damage to target creature or player equal to that card's converted mana cost.

Epic (For the rest of the game, you can't play spells. At the beginning of each of your upkeeps, copy this spell except for its epic ability. You may choose a new target for the copy.)

— Jonathan Kewitt

**Wine of Blood and Iron** 3



Artifact

4: Target creature gets +X/+0 until end of turn, where X is its power.

Sacrifice Wine of Blood and Iron at end of turn.

Gods never revealed what went into his special brew, but he always had more of it after great victories.

— Luca Zottini

**Yuki-Onna** 3



Creature — Spirit

When Yuki-Onna comes into play, destroy target artifact.

Whenever you play a Spirit or Arcane spell, you may return Yuki-Onna to its owner's hand.

— Hiroaki Tokumaru

3/1



# SAVIORS

of kamigawa™

## CARD CHECKLIST

### WHITE

- 1 U Æther Shockwave
- 2 C Araba Mothrider
- 3 R Celestial Kirin
- 4 U Charge Across the Araba
- 5 C Cowed by Wisdom
- 6 C Curtain of Light
- 7 U Descendant of Kiyomaro
- 8 U Eiganjo Free-Riders
- 9 R Enduring Ideal
- 10 U Ghost-Lit Redeemer
- 11 U Hail of Arrows
- 12 U Hand of Honor
- 13 U Inner-Chamber Guard
- 14 R Katakai, War's Wage
- 15 C Kitsune Bonesetter
- 16 C Kitsune Dawnblade
- 17 C Kitsune Loreweaver
- 18 R Kiyomaro, First to Stand
- 19 R Michiko Konda, Truth Seeker
- 20 C Moonwing Moth
- 21 U Nikko-Onna
- 22 C Plow Through Reito
- 23 U Presence of the Wise
- 24 R Promise of Bunrei
- 25 R Pure Intentions
- 26 R Reverence
- 27 R Rune-Tail, Kitsune Ascendant
- 28 C Shinen of Stars' Light
- 29 C Spiritual Visit
- 30 C Torii Watchward

### BLUE

- 31 R Cloudhoof Kirin
- 32 C Cut the Earthly Bond
- 33 C Descendant of Soramaro
- 34 C Dreamcatcher
- 35 R Erayo, Soratami Ascendant
- 36 R Eternal Dominion
- 37 U Evermind
- 38 C Freed from the Real
- 39 U Ghost-Lit Warder
- 40 C Ideas Unbound
- 41 R Kaho, Minamo Historian
- 42 R Kami of the Crescent Moon
- 43 U Kiri-Onna
- 44 R Meishin, the Mind Cage
- 45 C Minamo Scrollkeeper
- 46 C Moonbow Illusionist
- 47 C Murmurs from Beyond
- 48 C Oboro Breezecaller
- 49 U Oboro Envoy
- 50 C Oppressive Will
- 51 U Overwhelming Intellect
- 52 U Rushing-Tide Zuberu
- 53 R Sakashima the Impostor
- 54 U Secretkeeper
- 55 U Shape Stealer
- 56 U Shifting Borders
- 57 C Shinen of Flight's Wings
- 58 R Soramaro, First to Dream
- 59 U Trusted Advisor
- 60 R Twincast

### BLACK

- 61 R Akuta, Born of Ash
- 62 R Choice of Damnations
- 63 C Death Denied
- 64 C Death of a Thousand Stings
- 65 C Deathknell Kami
- 66 C Deathmask Nezumi
- 67 U Exile into Darkness
- 68 U Footsteps of the Goryo
- 69 U Ghost-Lit Stalker
- 70 C Gnat Miser
- 71 U Hand of Cruelty
- 72 R Infernal Kirin
- 73 R Kagemaro, First to Suffer
- 74 C Kagemaro's Clutch
- 75 C Kami of Empty Graves
- 76 U Kemuri-Onna
- 77 U Kiku's Shadow
- 78 R Kuon, Ogre Ascendant
- 79 C Kuro's Taken
- 80 U Locust Miser
- 81 R Maga, Traitor to Mortals
- 82 U Measure of Wickedness
- 83 R Neverending Torment
- 84 R One with Nothing
- 85 R Pain's Reward
- 86 C Raving Oni-Slave
- 87 U Razorjaw Oni
- 88 C Shinen of Fear's Chill
- 89 C Sink into Takenuma
- 90 U Skull Collector

### RED

- 91 R Adamaro, First to Desire
- 92 C Akki Drillmaster
- 93 C Akki Underling
- 94 C Barrel Down Sokenzan
- 95 U Burning-Eye Zuberu
- 96 U Captive Flame
- 97 U Feral Lightning
- 98 U Gaze of Adamaro
- 99 U Ghost-Lit Raider
- 100 C Glitterfang
- 101 U Godo's Irregulars
- 102 R Hidetsugu's Second Rite
- 103 R Homura, Human Ascendant
- 104 R Iizuka the Ruthless
- 105 C Inner Fire
- 106 C Into the Fray
- 107 R Jiwari, the Earth Aflame
- 108 U Oni of Wild Places
- 109 C Path of Anger's Flame
- 110 R Rally the Horde
- 111 C Ronin Cavekeeper
- 112 C Shinen of Fury's Fire
- 113 R Skyfire Kirin
- 114 U Sokenzan Renegade
- 115 C Sokenzan Spellblade
- 116 C Spiraling Embers
- 117 U Sunder from Within
- 118 R Thoughts of Ruin
- 119 R Undying Flames
- 120 U Yuki-Onna

### GREEN

- 121 R Arashi, the Sky Asunder
- 122 R Ayumi, the Last Visitor
- 123 R Bounteous Kirin
- 124 U Briarknit Kami
- 125 U Dense Canopy
- 126 U Descendant of Masumaro
- 127 C Dosan's Oldest Chant
- 128 C Elder Pine of Jukai
- 129 R Endless Swarm
- 130 C Fiddlehead Kami
- 131 U Ghost-Lit Nourisher
- 132 U Haru-Onna
- 133 C Inner Calm, Outer Strength
- 134 U Kami of the Tended Garden
- 135 U Kashi-Tribe Elite
- 136 R Masumaro, First to Live
- 137 C Matsu-Tribe Birdstalker
- 138 U Molting Skin
- 139 C Nightsoil Kami
- 140 C Okina Nightwatch
- 141 C Promised Kannushi
- 142 R Reki, the History of Kamigawa
- 143 C Rending Vines
- 144 C Sakura-Tribe Scout
- 145 R Sasaya, Orochi Ascendant
- 146 R Seed the Land
- 147 U Seek the Horizon
- 148 R Sekki, Seasons' Guide
- 149 C Shinen of Life's Roar
- 150 U Stampeding Serow

### MULTICOLORED

- 151 R Iname as One

### ARTIFACTS

- 152 R Ashes of the Fallen
- 153 R Blood Clock
- 154 U Ebony Owl Netsuke
- 155 U Ivory Crane Netsuke
- 156 U Manriki-Gusari
- 157 U O-Naginata
- 158 R Pithing Needle
- 159 R Scroll of Origins
- 160 U Soratami Cloud Chariot
- 161 R Wine of Blood and Iron

### LANDS

- 162 R Mikokoro, Center of the Sea
- 163 R Miren, the Moaning Well
- 164 R Oboro, Palace in the Clouds
- 165 R Tomb of Urami

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